デジモンアドベンチャー: デジヴァイス: DIGIVICE:

Instruction Manual

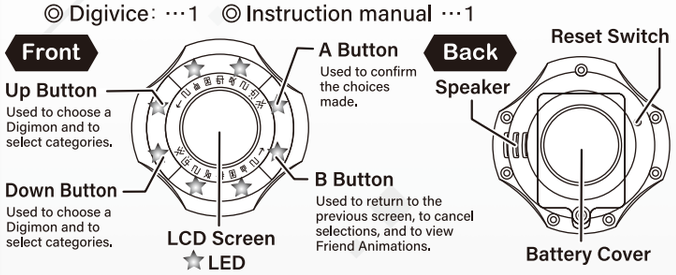
15-years old and above

AAA ×3
3 x AAA battery required (sold separately)
●Use only alkaline batteries

©Akiyoshi Hongo, Toei Animation
BANDAI 2020 MADE IN CHINA

Name of Parts

◎ Digivice: …1 ◎ Instruction manual …1



● Images used in the instruction manual may not reflect the actual product.

⚠WARNINGS

Please read before use.

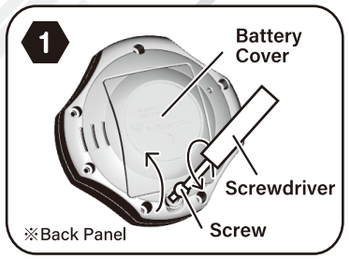
- The product is intended for ages 15 and older. Please do not give the product to anyone under the specified age noted.
- The product is made using various parts. Please be wary that applying force or dropping the product may damage the product.
- Please take care that none of the parts are swallowed, including the AAA alkaline batteries (sold separately), battery cover, and screws. <Improper use of the batteries may lead to overheating, exploding, and fluid leakage. Please see the following Cautions content.>
- Please do not use rechargeable batteries.
- Please do not use old batteries with new batteries, or use different battery brands together.
- Please set the batteries in their proper + and - position.
- Please remove all batteries if the product will not be used for an extended period. Leaving the batteries in place may lead to fluid leakage.
- Do not short-circuit, recharge, dismantle, heat, or place the batteries into a fire.
- If leaked battery fluid gets into eyes, wash with plenty of running water, and contact a doctor immediately. Please use water to wash off any battery fluid that gets onto skin or clothes.
- Please follow your local district and area rules when discarding the product or batteries.
- Do not use the product close to your ear. Improper use may lead to loss of hearing.
- Magnets are used on the product's speaker and electronic components. Please be wary of using the product near pacemakers.
- Do not keep your eyes on the flashing LED as it may induce nausea or other unwanted side-effects.

<Usage Warnings>

- Discard plastic packaging immediately after opening.
- Please press the reset switch if the product encounters an error.
- Do not place the product on resin treated products such as sofas, seats, and tiles. Long-term exposure may discolor the product.
- The product is composed of various electronic components. Do not drop, wet, dirty, or dismantle the product. Do not use or store the product under extreme temperatures.
- We are not responsible for loss of data from use of the product.

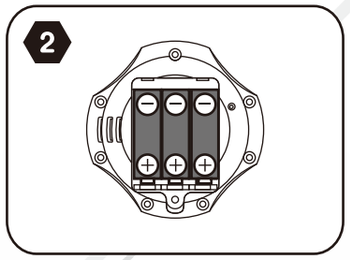
Do not douse the product in water or wet the product.

【1】Preparing the Digivice (how to set batteries <use only AAA alkaline batteries>)



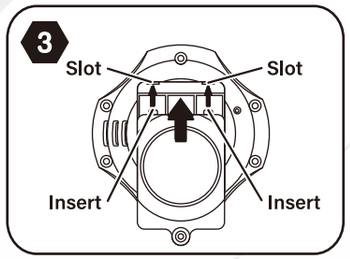
Use a screwdriver to turn the screw counterclockwise as shown in the image. Once the battery cover is loose, slide it off by lifting the cover upward.

※The batter cover is already removed when the product is first opened, so please start from step 2.

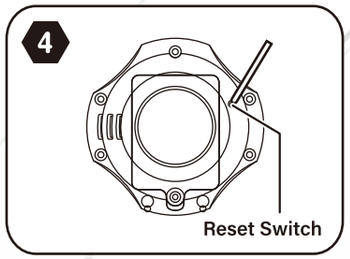


Place 3 x AAA alkaline batteries (sold separately) in the proper + and - position as shown.

※When exchanging batteries, please replace all of them with new batteries.



Fit the battery cover inserts into the slots then place the cover down and turn the screw clockwise to tighten.



Press on the reset switch on the back of the casing with a tipped object.

※Do not press hard on the reset switch using pointed objects, such as toothpicks and mechanical pencils, to prevent damage to the device.
※The device does not have a power switch.

【2】How to change batteries

Low batteries will display the battery change image onto the screen. (The game data will be saved.)
Once the battery change image appears, follow the instructions under "how to set batteries" to replace all the batteries with new batteries (sold separately).

※Battery change image

※All button controls will be disabled when the battery change image appears.
※The battery change image may appear when the battery level dips from device functions, such as LED flashes, but once the battery level returns to normal, the battery change image will disappear, allowing for continued use of the device. Please replace the batteries if the game does not start after some time has passed, or if the battery change image stays on screen.
※The game may start from a screen different from when the battery change image appeared, but the game can be continued as normal.

【3】How to load and reset

After the device is reset, the load screen (ロード) will appear if there is any saved data. Use the Up and Down buttons during the load screen to choose "YES", and press the A button to confirm the choice made to display the reset screen (リセット). Use the Up and Down buttons to choose "YES", then press the A button to delete the data and initialize the device.

※Load screen

※Reset screen

【4】When to reset the device

- When you are playing the device for the first time or when you changed the batteries.
- When the device doesn't function properly from external pressure, or when the LED screen or voice playback does not work properly.

※Please do not use the reset switch aside from what is mentioned here.

If you suspect an error

Before sending the device for repairs, please verify the following noted.

- **If the game displays an error.**
  Press the reset switch.
- **The screen turns off**
  The product comes with a power saving feature. The device will automatically turn the screen off when the BANDAI logo screen is left alone for approximately 15 seconds, when the default game screen is left alone for 90 seconds, and after approximately 15 seconds from when the battery change image is displayed. Press any of the buttons to turn the screen back on.
- **My Digimon doesn't Digivolve.**
  Please check whether your Digimon's Digivolution meter is filled or not. (Please refer to "WIN" on Page 2 for more details)
- **There is no sound. The LED doesn't flash.**
  Please check whether the sound command and light command found under the settings command is set to "ON". (Please refer to "③ Settings Command" on Page 2 for more details)
- **I'm able to play with the device after the battery change image was displayed.**
  Due to the product's design, you may be able to play with the device after the battery change image is displayed. Please change the batteries if the battery change image keeps appearing. When you go back into the game after the image display, you may find yourself starting from a different screen from before, but you can still play with the device like usual.

【5】Choose your Partner Digimon!

Once the device is reset, the LED will flash and then the BANDAI logo screen will appear. Press the A button when the BANDAI logo screen is displayed to go to the Partner Digimon select screen. Use the Up and Down buttons to choose a Digimon then press the A button to confirm. Once you choose your Partner Digimon the LED will flash, and the Digimon you chose will Digivolve from In-Training to Rookie before moving to the default game screen. Now you're ready to set foot on your adventure!

※BANDAI logo screen ※Choose your Digimon ※Koromon Digivolve...! ※Agumon!

※The game will return to the BANDAI logo screen if there is no button input for approximately 15 seconds during the Partner Digimon select screen.

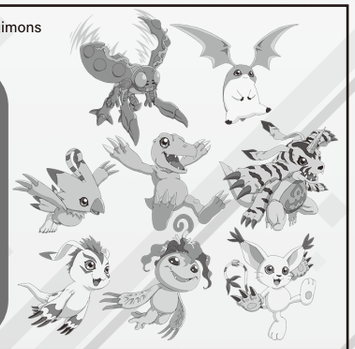
Meet Your Partner Digimons

Agumon (アグモン)
A Reptile Digimon.
Lively, brave, and filled with energy.

Gabumon (ガブモン)
A Reptile Digimon covered in pelt.
Despite its looks, it is very shy.

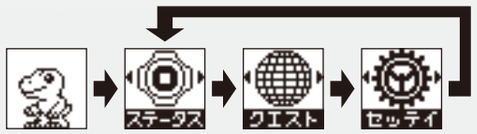
※You can only select Agumon or Gabumon when you first start the game. The other Digimon that wasn't chosen can still be used once the game starts.

POINT! You can increase your Partner Digimons by conquering specific areas!



【6】Command details

Pressing either the Up button, Down button, or the A button during the default game screen will transition to the command select screen. Use the Up and Down buttons to make a selection then press the A button to confirm the choice made to display the selected command screen.



※Default game screen ※Cycle the command select screens

※The game will return to the default game screen if there is no button input for approximately 15 seconds during any of the command screens.
※The screen display will turn off if there is no button input for approximately 90 seconds during the default game screen. Pressing any of the buttons will turn the display back on.

①Status Command

Confirm your Partner Digimon's attribute and parameters. Use the Up and Down buttons to choose a Digimon then press the A button to confirm the chosen Digimon's parameters in the status select screen (ステータス). Next use the Up and Down buttons to choose the status then press the A button to confirm the choice made.

※Status command ※Digimon select screen ※Status select screen

※You can select any new Partner Digimon you gain through the Digimon select screen.

Parameter

Confirm the selected Digimon's LV (level), TYPE (attribute), HP (health), and AP (attack power). Select "パラメータ" (Parameter), then press the A button to move to the Digivolve Digimon select screen. Use the Up and Down buttons to choose a Digimon then press the A button to go to the chosen Digimon's LV/TYPE display screen. Press the A button again to go to the HP/AP display screen.

※Status select screen ※Digivolve Digimon select screen ※LV/TYPE display screen ※HP/AP display screen

※If the Digimon is able to Digivolve, you can select its Digivolved form at the Digivolve Digimon select screen to view its parameters.

Return to the Digivolve Digimon select screen by pressing the A button during the HP/AP display screen. Each time you press the B button the screen moves back once, so if you want to return to the default game screen, keep pressing the B button until you return to the default game screen. If you were viewing a Partner Digimon's parameter other than the Digimon (or Digivolved Digimon) displayed on the default game screen, you can press the A button during the HP/AP display screen to display the Digimon change screen. If you want to change your Partner Digimon, use the Up or Down buttons during the Digimon change screen and choose "YES", then press the A button to confirm. You will be returned to the default game screen with your newly chosen Partner Digimon (not Digivolved). If you choose "NO", you will return to the Digivolve Digimon select screen.

※When viewing Gabumon's parameters while using Agumon.

※HP/AP display screen ※Digimon change screen ※Digimon change complete

For more information check out "DIGIMON WEB"!
Information on various Digimon are constantly updated!
※Please connect using your subscribed Internet provider.

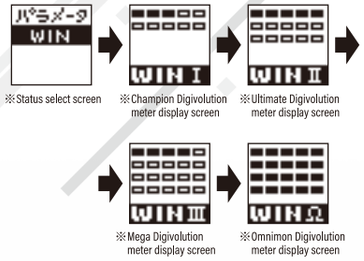
Visit us here for more details!
https://digimon.net/ DIGIMON WEB デジモンウェブ

WIN

View the selected Digimon's number of battles won. Choose "WIN", then press the A button to go to the Digivolution meter display screen. The meter increases by 1 point with each win. The Digimon can Digivolve to Champion with 10 wins, Ultimate with 15 more wins and Mega with 20 more wins. You can Digivolve Agumon and Gabumon to Omnimon by having each of them score 20 wins.

Pressing the A button during the Digivolution meter screen will return you to the status select screen. Returning to the default game screen follows similar instructions to what is noted under the "Parameter" section. If you were viewing a Partner Digimon's Digivolution meter other than the Digimon displayed on the default game screen, you can press the A button during the Digivolution meter display screen to display the Digimon change screen. The steps during the Digimon change screen is similar to what is noted under the "Parameter" section, but if you select "NO", you will instead return to the status select screen.

POINT! Depending on the round you are trying to clear and if that round has not been cleared yet, you may be able to Digivolve without the required amount of wins! Make sure you focus on the battle!

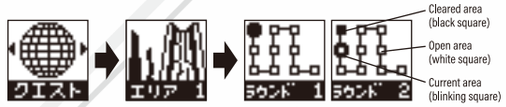


※Status select screen ※Champion Digivolution meter display screen ※Ultimate Digivolution meter display screen ※Mega Digivolution meter display screen ※Omnimon Digivolution meter display screen

※Gatomon (テイルモン) starts with the Ultimate Digivolution meter.

②Quest Command

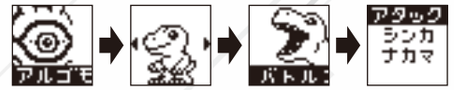
You can go out on your quests (battle enemy Digimon) from here. From the area select screen, use the Up and Down buttons to choose the area (エリア) you would like to adventure to, then press the A button to confirm. Next, from the round select screen, use the Up and Down buttons to choose the round (ラウンド) you want to challenge then press the A button to confirm. Press the B button to return to the area select screen. Each time you clear a round, the next round to challenge will display in the round select screen. Clearing all the rounds in a specific area will clear that area, unlocking a new area that you can adventure. You can choose cleared areas/rounds using the Up and Down buttons then press the A button to challenge them again.



※Quest command ※Area select screen ※Round select screen

Battle Enemy Digimon!

Choose the round you would like to challenge from the round select screen then press the A button to go to the enemy Digimon encounter screen. Next, press the A button to go to the Digimon select screen. Use the Up and Down buttons to choose the Partner Digimon who will fight in battle then press the A button to confirm. "バトルスタート" (Battle Start) will appear on the screen before the battle begins. During the battle command select screen, use the Up and Down buttons to choose the command you want to use then press the A button to confirm. Press the B button during the enemy Digimon encounter screen or the Digimon select screen to return to the round select screen.



※Enemy Digimon encounter screen ※Digimon select screen ※Battle start! ※Battle command select screen

POINT!

You will automatically lose the battle if you press the B button during the battle command select screen, or if you don't enter anything for a certain period from the battle command select screen until the start of the roulette action system! Be sure to give the right command to your Partner Digimon!

Attack Attacks the enemy.

From the battle command select screen, choose "アタック" (Attack), then press the A button to start the roulette action system. The word "READY!" will appear on the screen, and after a short countdown, the roulette gauge will begin spinning. Stop the roulette gauge by pressing the A button before it spins 5 times. The battle will begin after the roulette stops and the results screen appears. Your Digimon and the enemy Digimon will attack each other until one loses all their HP. Your Digimon has 4 attack forms, and which one is used will depend on the result of the roulette.

※Battle command select screen ※The roulette will begin spinning once the beeping ends! ※Stop the spinning roulette gauge at the right timing! ※Attack! ※Take that...!

POINT! There are 4 different attack forms available depending on the result of the roulette action system! The attack increases in power in order of Single, Double, Triple, and Hyper! Try to stop the roulette gauge when it's at MAX!

※Single attack ※Double attack ※Triple attack ※Hyper attack

Digivolve An attack done after Digivolving.

From the battle command select screen, choose "シンカ" (Digivolve), then press the A button to display the Digivolve Digimon select screen. Use the Up and Down buttons to choose the Digimon you want to Digivolve then press the A button to confirm. The LED will flash and the Digivolution will begin. After the Digivolution ends, the battle will begin after choosing an attack command and stopping the roulette action system. Press the B button during the Digivolve Digimon select screen to return to the battle command select screen.

※Battle command select screen ※Digivolve Digimon select screen ※Digivolution begins ※Agumon, Digivolve..! ※Greymon!

※"シンカ" (Digivolve) will appear when the Partner Digimon can Digivolve.

Friend Summon a Friend Digimon to attack.

From the battle command select screen, choose "ナカマ" (Friend), then press the A button to display the Friend Digimon select screen. Use the Up and Down buttons to choose the Friend Digimon you want to summon then press the A button to confirm. The battle will begin after choosing an attack command and stopping the roulette action system. Press the B button during the Friend Digimon select screen to return to the battle command select screen.

※Battle command select screen ※Friend Digimon select screen

※"ナカマ" (Friend) will appear when you have gained Friend Digimons.

Item Use items to support you Digimon.

If you have items to use, the item (アイテム) command select screen will display before the roulette action system begins for any of the battle commands chosen. During the item command select screen, use the Up and Down buttons and choose "YES", then press the A button to display the item select screen. From the item select screen, use the Up and Down buttons to choose the item you want to use then press the A button to confirm. After the item is used, the roulette action system will begin. If you decide not to use an item, choose "NO" from the item command select screen, or press the B button during the item select screen to start the roulette action system without using an item.

※Item command select screen ※Item select screen ※Item effect screen

●Item Effect Screen Details●

AP UP!	Displays when an item is used to boost AP.
ATTACK CHANCE!	Displays when H-Arrow (H アロー) is used.
BURST CHANCE!	Displays when H-Gate (H ゲート) is used.

●List of Items●

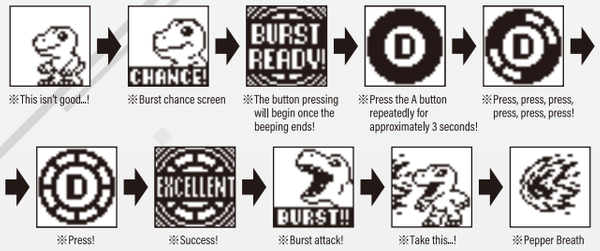
K-Knuckle (K ナックル)		AP+1 boost during attack. ※AP+2 if the opponent attribute is "Vi".
T-Hammer (T ハンマー)		AP+1 boost during attack. ※AP+2 if the opponent attribute is "Va".
D-Claw (D クロウ)		AP+1 boost during attack. ※AP+2 if the opponent attribute is "Da".
G-Sword (G ソード)		AP+2 boost during attack. ※AP+3 if the opponent attribute is "Vi".
G-Cannon (G キャノン)		AP+2 boost during attack. ※AP+3 if the opponent attribute is "Va".
W-Phase (W フェイズ)		AP+2 boost during attack. ※AP+3 if the opponent attribute is "Da".
H-Arrow (H アロー)		Slows the speed of the spin on the roulette gauge during the roulette action system.
H-Gate (H ゲート)		Guaranteed Burst attack. ※Not available during boss Digimon battles.

※Only 1 of each item can be kept. The item will disappear upon use.

POINT! Be very careful when you use the items since you can only have 1 in stock each! Don't forget that you can't use "H-Gate" (H ゲート) during boss Digimon battles!

Burst Attack Unleash a finisher attack.

When you are at a disadvantage, the Burst chance screen may appear, signaling the chance to unleash a Burst attack. The words "BURST READY!" will appear on the screen, and after a short countdown, the charge gauge screen will display. Once displayed, repeatedly press the A button for approximately 3 seconds. The charge gauge fills with each press of the A button. If you fill the gauge to MAX in time, your Digimon will unleash a Burst attack that will defeat the enemy Digimon with one hit. If you don't fill the gauge in time, your Digimon will unleash its usual attack.



※This isn't good...! ※Burst chance screen ※The button pressing will begin once the beeping ends! ※Press the A button repeatedly for approximately 3 seconds! ※Press, press, press, press, press, press! ※Press! ※Success! ※Burst attack! ※Take this...! ※Pepper Breath

※If the item, "H-Gate" (H ゲート) was used, your Digimon will unleash a Burst attack once at the very beginning of battle.

Battle Results

Your Digimon wins if the enemy Digimon's HP reaches "0". Winning in battle will increase the Partner Digimon's wins, and depending on the area and round cleared, you can gain items or gain a new Partner Digimon.

※HP0 ※HP3 ※Victory! ※You may gain an item or a new Partner Digimon!

Your Digimon loses if your Digimon's HP reaches "0". Train your Partner Digimon in areas and rounds that were already cleared so that you can take on the challenge again.

※HP0 ※HP1 ※Lose...

※After the battle ends, the Partner Digimon (not Digivolved) who fought will change with the Digimon displayed on the default game screen.
※You cannot change with Friend Digimons.

Boss Digimon Battles

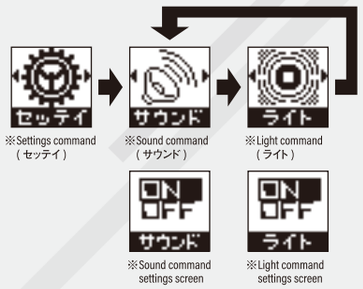
As you battle your way through the areas, you will encounter a warning screen accompanied by a flashing LED at round 10 of each area warning you of a boss Digimon battle. The battle is conducted the same way like any other battle. You will conquer the area if you defeat the boss Digimon, and make way to the next area.

※EMERGENCY! ※Can you defeat it...?!

③Settings Command

You can set the sound and light (LED) ON or OFF. Use the Up and Down buttons to choose the command you want to set then press the A button to display the selected command's settings (セッテイ) screen. Use the Up and Down buttons again, then press the A button to reflect the choice made for the setting.

※During battle, the timing of when the Digivolution starts will change if the light command is turned to "OFF".

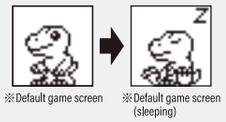


※Settings command (セッテイ) ※Sound command (サウンド) ※Light command (ライト) ※Sound command settings screen ※Light command settings screen

POINT! Setting the sound and light to "OFF" will prevent the LED from flashing and the sound from playing to signify an encounter, so be careful!

【7】Default Game Screen

Your current Partner Digimon will appear and move around the default game screen. The Digimon will go to sleep if no input is made for approximately 60 seconds. Pressing any button will wake up the Digimon, but if no input is made for approximately 30 more seconds the LED screen will turn off and enter power saving mode.

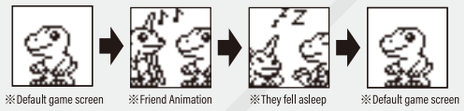


※Default game screen ※Default game screen (sleeping)

POINT! It seems as if the number of Partner Digimons you have affects the Digimon's action on the default action screen. Can you spot the difference?

①Friend Animation

Press the B button when your Partner Digimon is awake on the default game screen to display a Friend Animation of your Partner Digimons before the screen transitions back to the default game screen. If you display the Friend Animation 5 times, the Digimons will go to sleep. You can return to the default game screen by pressing the B button or by waiting approximately 15 seconds.



※Default game screen ※Friend Animation ※They fell asleep ※Default game screen

POINT! The combination of Digimons that appear in the Friend Animation increases when you gain more Partner Digimons! Be sure to check it out when you get a new Partner Digimon!

②Encounter Battles

There are rare instances of getting an encounter call during the default game screen after defeating a boss Digimon in certain areas. The LED will flash and a warning screen will appear to signify a Digimon Encounter. You will need to battle the Digimon just like in the normal Digimon battles. If you win, you can gain items or gain a new Partner Digimon.

※EMERGENCY! ※Digimon Encounter screen ※What kind of Digimon could it be...?!

POINT! Similar to normal battles, you will lose the battle if you press the B button or don't take any action for a set amount of time during normal battle instances, but you can also lose if no input is made during the Digimon Encounter screen and Digimon select screen! Be very careful!

CONFIDENTIAL INFORMATION DISCLOSED!

Scoop①

Gain new Digimons through encounter battles! Try to answer the encounter calls as much as possible!

Scoop②

A particular Partner Digimon will Digivolve differently when a certain condition is met... Discover this mystery Digimon!